

We Claim:

1 1. A method of scaling digital video information, said method
2 comprising:
3 accepting a scaling relaxation value, said scaling relaxation value specifying an
4 amount to relax a scaling performed to prevent buffer underflow or overflow;
5 and
6 adjusting a scaling value with said scaling relaxation value.

1 2. The method of scaling digital video information as claimed in
2 claim 1, said method further comprising:
3 calculating said scaling value, said scaling value dependent on a current buffer
4 usage.

1 3. The method of scaling digital video information as claimed in
2 claim 1 wherein said adjusting a scaling with said scaling relaxation value comprises
3 adding said scaling relaxation value to said scaling value and subtracting the product of
4 said scaling value and said scaling relaxation value.

1 4. The method of scaling digital video information as claimed in
2 claim 2 wherein said adjusting a scaling of a bit budget with said scaling relaxation value

3 comprises adding said scaling relaxation value to said scaling value and subtracting the
4 product of said scaling value and said scaling relaxation value.

1 5. A method of tracking digital video information complexity, said
2 method comprising:
3 determining a complexity measure for a current digital video picture; and
4 combining said complexity measure for said current digital video picture to a
5 running average complexity measure for a series of digital video pictures in a
6 manner that prevents said current digital video picture from significant
7 changing said running average complexity measure for a series of digital video
8 pictures .

1 6. The method of tracking digital video information complexity as
2 claimed in claim 5 wherein said running average complexity is not allowed to change by
3 more than a predetermined percentage.

1 7. The method of tracking digital video information complexity as
2 claimed in claim 5 wherein said running average complexity is processed by a non-linear
3 smoothing filter.

1 8. A computer-readable medium comprising a set of computer
2 instructions for implementing a method of scaling digital video information, said set of
3 computer instructions performing:
4 accepting a scaling relaxation value, said scaling relaxation value specifying an
5 amount to relax a scaling performed to prevent buffer underflow or overflow;
6 and
7 adjusting a scaling value with said scaling relaxation value.

1 9. The computer-readable medium as claimed in claim 8 wherein said
2 set of computer instructions further perform:
3 calculating said scaling value, said scaling value dependent on a current buffer
4 usage.

1 10. The computer-readable medium as claimed in claim 8 wherein said
2 adjusting a scaling with said scaling relaxation value comprises adding said scaling
3 relaxation value to said scaling value and subtracting the product of said scaling value
4 and said scaling relaxation value.

1 11. The computer-readable medium as claimed in claim 9 wherein said
2 adjusting a scaling of a bit budget with said scaling relaxation value comprises adding
3 said scaling relaxation value to said scaling value and subtracting the product of said
4 scaling value and said scaling relaxation value.

1 12. A computer-readable medium comprising a set of computer
2 instructions for tracking digital video information complexity, said set of computer
3 instructions performing:
4 determining a complexity measure for a current digital video picture; and
5 combining said complexity measure for said current digital video picture to a
6 running average complexity measure for a series of digital video pictures in a
7 manner that prevents said current digital video picture from significant
8 changing said running average complexity measure for a series of digital video
9 pictures .

1 13. The computer-readable medium as claimed in claim 12 wherein
2 said running average complexity is not allowed to change by more than a predetermined
3 percentage.

1 14. The computer-readable medium as claimed in claim 12 wherein
2 said running average complexity is processed by a non-linear smoothing filter.